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Title: Treatise on Treasure Hunting

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Treasure hunting is a profession which requires alot of patience and energy. The rewards for such toil are great indeed though. Many skills are required for a successful hunt, and many dangers must be overcome.

The first thing any successful treasure hunter needs is of course, a map. Maps can be found on the bodies of the various creatures inhabiting our realm, and come in five levels of difficulty. The level of the map is determined by the strength of the creature it's found on. The odds of finding a treasure map on one of these creatures is approximately one percent.

The next step is decoding the map itself, this will allow you to view what is on it. Depending on your skill, you can add quite a bit of detail to the map upon decoding. The higher the level of map, the harder it will be to decode. The skill you will use to decode the map is Cartography, and it is checked upon double clicking on the map. A

level one map can be decoded by anybody, but levels two to four require at least seventy percent in Cartography. You need to be a Grand Master to decode a level five map.

When decoded, the map will show a small area of Britannia, somewhere on which will be a small red pin. This pin shows the location of the chest, exactly. Now comes the hard part, you have to find the location shown on the map. Perhaps the best way to start doing this would be to compare your treasure map against a grand map of Britannia. Look for stand out features. Is the treasure on an island? Is there a nearby shore, and if so, how is it shaped? Are there forests, roads or even shrines? All of these landmarks can help determine where the treasure is.

After you have found the proper location, it will be time to travel there and dig up the chest. Yes, you'll have to dig. Hope you have a shovel or pick axe. A very useful skill to aid in the digging process would be Mining. If you have mining skill it will give you a "radius of detection" around where you choose to dig. This radius will say: "There doesn't seem to be any treasure here" if you

dig somewhere close to the treasure. The size of this radius will increase as does your mining skill.

Well, you've dug up the chest, and are ready to open it and get your loot... well too bad, there's more to go through yet. Two more problems face you before you can open this chest. The first is a possible trap. Use the Detect hidden skill to find a trap, and if there is one use the Remove trap skill to get rid of that problem. The next is the chest's lock, this is as simple as taking a set of lockpicks and putting them to good use. Though I will note, if you're a mage then both of these problems are easily overcome by use of the Unlock and Telekenesis spells.

Now comes your final test, after opening the chest, and while you are looting it. You will be plagued by the chest's guardians. These beings will be as simple as headlesses on a level one chest, to demons on a level five... be prepared to fight. And thus ends my treatise on Treasure Hunting. I hope it will serve you well, and good luck on your treasure hunting endeavors.